# AWViewer

This utility is supplied on disc 1. It lets you pass ArtWorks documents to people who don't own ArtWorks. They can then use *!AWViewer* to view the document. They can only view the document on the screen – they cannot alter the document or print it.

To view an ArtWorks file:

1 Load *!AWViewer* onto the icon bar. This opens a window.

2 Drop the ArtWorks document onto that window.

See the *ReadMe* file within *!AWViewer* for more information on using the program. To look inside *!AWViewer,* hold down the *Shift* key and double-click on the *!AWViewer* icon. This opens a directory window showing the files inside *!AWViewer.* You can then load *ReadMe* into a suitable application such as *Edit.*

Note that *AWViewer* only displays objects in foreground layers. It never displays objects in backgound layers. (This is also the way that printing works.)

Computer Concepts permits you to freely copy and distribute *!AWViewer* subject to these conditions:

- No charge is made for the program (except nominal media costs).
- No alterations are made to any of the files within the *!AWViewer* application. This includes the *ReadMe* file.
- All of the files within the *!AWViewer* application are supplied. This includes the *ReadMe* file.
- No attempt is made to reverse engineer any of the programs in the application. Interfacing and licensing details can be obtained from Computer Concepts.
- The program or modules that make up this program shall not be used in or by any other program.

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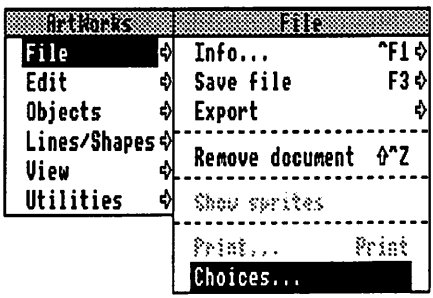
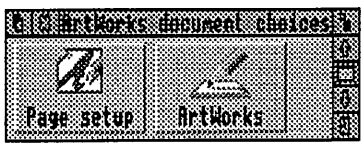
## Installing AWViewer

When you install *ArtWorks* you can also install *AWViewer* unless your computer only has 800KB floppy discs. (There is no problem when installing to hard discs or to 1.6MB floppy discs.) The solution is to create a large RAM disc. You can then install *ArtWorks* and *AWViewer* to the RAM disc. After installation copy *ArtWorks* and *AWViewer* to separate floppy discs. (The RISC OS guide supplied with your computer describes how to create a RAM disc.)

# Displaying sprites

A new switch in the Choices dialogue box, **Dither coloured sprites**, controls how sprites are displayed on screen. Choose *Choices* from the *File* submenu then click on *ArtWorks*. This opens the Choices dialogue box:






This option only applies to coloured or contone sprites that include colours other than grey. Grey-scale sprites (those with only black, white and intermediate shades of grey) are always dithered as this always gives best results.

By dithering sprites, ArtWorks can dramatically improve the display of some sprites. For example, you can use the contone sprite facilities in ArtWorks to turn a grey-scale sprite into, say, a red-scale sprite. (Set the start colour to red rather than black). Turning on dithering then produces more accurate colour graduations, even in 16 colour screen modes. This option only applies to screen displays; it has no effect on printing.

This option also affects the colour swatches shown in the Sprite info dialog. These are dithered when the switch is **On** to ensure the swatches match the colours displayed on the screen.

However, some sprites do not benefit from dithering. Examples are screen grabs and sprites that are already dithered. For these, turn the switch **Off**. This is how sprites appear in other programs such as *Impression* and *Paint*.

The default setting for this switch is **Off**. To make **On** the default setting for new documents:

1 load the default document,
2 set the switch to **On**,
3 save the document back to disc.